

Stalingrad XIII Game Rules

March 24th, 2018

Schedule of Events

Prop & Flag Points:

- Points are awarded based on props and flags in your possession, along with successful missions completed during the battle.

Props:

- To secure a prop or flag you must capture it at the designated time. If you're in possession of a prop and become eliminated, you must drop the prop.
- To receive a "flag hang" point, you need to hang your team's flag on the flag hanger at the designated time
- To score a pipe bomb point, your team's colored pipe must be standing upright at the designated time.
- To score a tear gas point, you must pull the red ring at the designated time to set off the gas.

Tank Elimination:

- To eliminate a tank or armored vehicle, players must use a nerf rocket launcher or paint grenade
- Launchers must be commercially made and Skirmish-approved. Homemade launchers will not be permitted.
- Launcher ID tags will be given out by your command staff.
- The first hit on the tank will disable the tank for 5 minutes. Disabled tanks can continue to shoot but can not move.
- The second hit on the tank within 5 minutes of the first hit will eliminate the tank and it's crew, and they must leave the field.

Capturing an enemy's base:

- If an enemy's base has been captured, it can not be held longer than 15 minutes, and then can not be captured again for 45 minutes.

Valid Hits/Eliminations/Medic:

- All shots that break on your body, except for the gun, count
- If you leave the field, you're eliminated and must return to your insertion point.

Once you are eliminated you have two options:

1. Find a medic:
 - There will be MEDIC referees that will mark your medic card to put you back in the game. After 3 marks, you must leave and reinsert.
2. Reinsert:
 - Leave the field and find your way back to your insertion point.
 - You may only insert at your teams insertion point. Do not insert yourself at another team's insertion point. Doing so can have you ejected from the game!
 - The referee, at insertion, will tell you when you can re-enter.

REMEMBER, DEAD PLAYERS DON'T TALK!

Unarmed Costumed Players:

Unarmed costumed players are subject to all the player rules and should be treated as any other player would.

Event Paint Only

- Everyone MUST have a WRISTBAND, ID tag, and hopper or armband tape on them to play.
- If you lose your ID tag or wristband, please report to the check-in window. Your wristband is proof of payment. **If your wristband is lost, you will be asked to pay again!**
- Chrono at your teams insertion point. Refs will be checking with hand-held chronographs on the field throughout the game. Player's guns must shoot a maximum of 280 FPS.
- **Chrono early to avoid waiting in line.**

8:00 - 10:30 AM

Check-in, paint sales, chronographing, air fills

10:30 - 11:00 AM

Game orientation, objective assignments, rules briefing

11:30 AM

Game begins

5:30 PM

Game ends, awards begin

Mission Schedule

| Time | Mission Brief | Props | Points |
|--|---------------------------------|-----------------|--------------|
| 11:30AM Battle of Stalingrad XIII Begins! | | | |
| 12:00PM | Lazur Chemical Factory | Yellow Flag | 2 |
| | Orlovka | Yellow Flag | 2 |
| 12:30PM | Gorodische Church | Pipe Bomb | 1 |
| | Barrikady Gun Factory | Willie Pete | 2 |
| 1:00PM | Russian Oil Fields | Oil Drum | 2 |
| | Forward Operating Base | Blue Flag | 3 |
| | Secret Mission | TBD | 1 |
| 1:30PM | Red October Metal Factory | Machine Gun | 2 |
| 2:00PM | Stalingradsky Airfield | Aircraft Fuel | 1 |
| | Dzerzhinsky Tractor Factory | Red flag | 1 |
| 2:30PM | Russian Oil Fields | Oil Drum | 2 |
| | Secret Mission | TBD | 2 |
| 3:00PM | Mamyev Kurgan | Secret Prop | 2 |
| | Forward Operating Base | Flag Hang | 3 |
| 3:30PM | Lazur Chemical Factory | Tear Gas | 1 |
| | Orlovka | Willie Pete | 2 |
| 4:00PM | Gorodische Church | Pipe Bomb | 1 |
| | Secret Mission | TBD | 1 |
| 4:30PM | Barrikady Gun Factory | Ammo | 2 |
| | Russian Anti-Air | Artillery Shell | 2 |
| THE FINAL BATTLE OF STALINGRAD XIII | | | |
| 5:00PM | Forwarding Operating Base | Yellow Flag | 2 |
| | Outskirts of Central Stalingrad | 2 Pipe Bombs | 1 point each |
| 5:25PM | Central Stalingrad | Flag Hang | 3 |
| 5:30PM | Game End | | |

Base flags are worth 2 points when turned in at game's end

FOR COMPLETE INFORMATION please attend the GAME BRIEFING - Saturday - 10:30am - Stage area

INVASION OF NORMANDY 2018
 JULY 13TH, 14TH, 15TH 4000+ PLAYERS | STORM THE BEACHES AT THE WORLD'S LARGEST PAINTBALL SCENARIO GAME
SKIRMISH PAINTBALL Make your reservations today!
 1-800-SKIRMISH | SKIRMISH.com